

## Claims

1. Method of telecommunication between at least two users over a telecommunications network (40), wherein the first user is connected to the telecommunications network (40) via a first terminal and the second user via a second terminal, and wherein a virtual representative (5, 6) is allocated to each user, with the following steps:
  - presentation of the two representatives (5, 6) on the first terminal and on the second terminal;
  - transfer of information from the first user to the second user and vice versa by an animation of at least one representative (5, 6) and by an interaction between the representatives (5, 6).
2. Method according to claim 1, wherein the animation and/or interaction takes place in response to a user command, in particular in response to a user's drag & drop command, and wherein an animation of the representative (6) of the second user takes place in particular in response to a command of the first user and vice versa.
3. Method according to claim 2, wherein the animation and/or interaction taking place in response to a user command is presented simultaneously, parallel and in real time on both terminals of the two users.
4. Method according to one of claims 2 to 3, with one of the further steps:
  - direct interruption of an ongoing animation or interaction (38a) in response to a new user command to carry out a desired animation or interaction (38b);
  - conclusion of the ongoing animation or interaction (38a) followed by the desired animation or interaction (38b) in response to a user command to carry out the desired animation or interaction (38b);
  - placing a desired animation or interaction (38f) in a waiting list of animations or interactions (38a-38e) to be carried out in response to a user command to carry out the desired animation or interaction (38f); or
  - interruption of a first animation or interaction triggered by the first user and replacement of the first animation or interaction by a second animation or interaction triggered by the second user and vice versa.



10. Method according to one of the previous claims, wherein a selection of animations and/or interactions to be transferred is provided to at least one of the two users, and/or wherein, according to predeterminable criteria, in particular criteria which are stored in a user profile which is allocated to at least one of the two users, at least a selection of animations and/or interactions to be transferred is proposed to this user.

11. Method according to one of claims 9 to 10, wherein the predeterminable criteria comprise details about at least one of the two users, in particular details regarding gender, age, nationality, mother tongue, speech habits or patterns, place of residence, interests and/or hobbies.

12. Method according to one of the previous claims, wherein the one animation of at least one representative (5, 6) and/or the interaction between the representatives (5, 6) takes place in response to a drag & drop command of a user, wherein the drag & drop command relates to this user's own representative (5) or to the other user's representative (6), and wherein the animation or interaction takes place depending on which of the two representatives (5, 6) the drag & drop command relates to.

13. Method according to one of claims 5 or 6, wherein the recognition of the speech or text input or the video recognition takes place according to predeterminable criteria, in particular criteria which are stored in a user profile which is allocated to at least one of the two users, wherein in particular the predeterminable criteria comprise details about at least one of the two users, in particular details regarding gender, age, nationality, mother tongue, speech habits or patterns, place of residence, interests and/or hobbies.

14. Method according to claim 8, wherein the one animation of at least one representative (5, 6) and/or the interaction between the representatives (5, 6) depends on the mood display which, for at least one of the two users, displays his current prevailing emotional mood, and/or wherein the mood display for at least one of the two users displays his current prevailing emotional mood, and wherein this mood display is modified according to the transferred emotion and/or interaction.

15. Method according to claims 8 and 10, wherein the selection, provided to at least one of the two users, of animations and/or interactions to be transferred, is provided according to the mood display which, for at least one of the two users, displays his current prevailing emotional mood.

16. Method according to claim 10, wherein the selection of animations and/or interactions to be transferred provided to at least one of the two users is provided in the form of assembled groups and/or classes,  
wherein in particular at least the assembly of the classes and/or the selection of the animations and/or interactions is automatic and pseudo-randomly controlled.

17. System of carrying out a method according to one of claims 1 to 16.